

Sessional Lecturer Game Art

Successful candidates will have specialist knowledge and experience in one or more of the following areas:

- 3d Modelling and Animation
- 2d Digital Art
- Unity Game Development
- Game Design

Please state in your application which area(s) you would be able to teach.

Applicants with an ongoing professional practice and detailed knowledge of contemporary game development are encouraged to apply.

Shortlisted candidates will be invited to attend an interview and to give a 15 minute teaching session on a subject to be provided.

NB. If you are successful at interview you will be invited to join a pool of sessional lecturers and we will contact you if suitable work becomes available. We are not able to guarantee employment as it will be subject to student numbers. The number of hours available might only be a few hours per week. If you have any queries regarding this please contact us on 01905 855170 or discuss it with us at interview.

Closing date: Wednesday 27 Sep 2017

- 1 [Job details](#)
- 1 [Background](#)
- 1 [Main duties](#)
- 1 [Person Specification](#)

Job details

Salary	£42.18 including preparation, marking & course administration and £7.60 per an hour holiday pay
Hours	To be agreed
Start	To be arranged
Duration	Temporary
Responsible to	Head of Theatre and Film
Responsible for	N/A
Interview date	Anticipated to be the 5th or 6th October

Institute of Humanities & Creative Arts

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“We are a lively community of scholars, researchers and creative practitioners”
David Broster & Mehreen Mirza, Acting Heads of Institute

Meet the team

Background

For further information about the Game Art course please visit: <http://www.worcester.ac.uk/journey/game-art-design-ba-hons.html>

Main duties

1. To prepare for teaching by developing an understanding of the content, learning outcomes and modes of delivery for the relevant sessions. This may involve research and reading in the subject area, and/or adapting existing materials and methods.
2. To prepare course materials, including setting assignments, producing reading lists, and course outlines and handouts, and ensuring that information is available to students in advance of the course and taught sessions.
3. To teach the sessions by tutorials, seminars and any other relevant form of learning method.
4. To be available for tutorial support to students at specified times.

5. To undertake marking, and other forms of assessment; ensure work is second marked and grades submitted on time.

6. To ensure regular contact with relevant Course Leader and to keep them informed of progress through the course.

7. To undertake other administrative duties related to the teaching.

*Maintain personal and professional development to meet the changing demands of the job; participate in appropriate training activities and encourage and support staff in their development and training.

*Take steps to ensure and enhance personal health, safety and well being and that of other staff and students.

*Carry out these duties in a manner that promotes equality of opportunity and supports diversity and inclusion, and takes into account the University's commitment to environmentally sustainable ways of working.

Person specification

Please provide evidence of how you meet each of the essential criteria.

Essential Criteria

1. A higher degree in a relevant subject and/or equivalent professional experience.
2. Proficiency across in one or more Game Art disciplines, and a sound knowledge of professional practice.
3. Experience of organising a programme of work, planning and delivering taught or participatory sessions.
4. A commitment to interactive teaching methods with a learner centred focus.
5. The ability to communicate effectively confidently and clearly with a wide range of people both orally and in writing.
6. Excellent inter-personal skills and a commitment to team-working.
7. ICT competence for teaching purposes and associated course administration.

Desirable Criteria

1. Experience of teaching and assessment within Higher Education.

Applications from Non EEA Workers:

Prospective applicants are advised to ensure that they are eligible to work in the UK without restriction.

Prospective applicants in points-based system immigration routes should assess their circumstances against the published criteria, which are set out on the GOV.UK website at www.gov.uk/browse/visas-immigration.

Visit www.naric.org.uk/visasandnationality for more information on how you can use a qualification from outside the UK to meet the requirements of the immigration rules.

Unspent convictions, cautions and bind-overs

The University is strongly committed to the fair treatment of its staff and potential staff, regardless of race, gender, religion, sexual orientation, responsibility for dependants, age, physical/mental disability or offending background.

In line with the University's policy on the Recruitment of People with a Criminal Record, shortlisted candidates are required to provide information of any unspent convictions, cautions and bind-overs. Applicants are advised to seek independent advice if there is any doubt about the status of a previous conviction, caution or bind-over. Disclosures will only be considered at the point when an offer of employment is made. The existence of a criminal record will not in itself prevent you from gaining employment.

This is a description of the job as it is presently constituted. This job description is intended to enable a flexible approach to be offered working across the University as required. It is subject to review and amendment in the light of changing needs of the University and to provide appropriate development opportunities. Members of staff are expected to participate fully in discussions about changing requirements and it is the University's aim to reach agreement to reasonable change. If agreement is not possible, it reserves the right to require changes to the job description after consultation with the individual concerned.

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<http://www.worcester.ac.uk/community/sessional-lecturer-game-art.html>